EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	5	"766859".ap.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 09:56
L2	18	("20020044152"|"20020097270"|"20050052462"|"20050099321"|"5880735"|"6361438"|"6369830"|"6587784"|"6658375").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 07:28
L3	119358	transparen$2 same object	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 07:29
L4	5879	l3 and visibility	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 07:29
L5	523	l3 and (visibility same appearance)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 07:29
L6	77	l3 and (visibility same appearance same (determin$3 detect$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 07:41
L7	285	hid$3 with (object graphic) with transparen$2	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 07:43
L8	69	l7 same display	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 08:14

L9	107	715/768.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 08:14
L10	96	("6178545" "5671345" "5740440" "5920868" "6240361" "5233687" "5276816" "5317140" "5394521" "5533183" "5548705" "5574836" "5684988" "5737554" "5886705" "5894580" "5912665" "5953017" "6104393" "6201996" "4254490" "4257045" "4355381" "4385294" "4874164" "4875302" "4903202" "4905148" "5023722" "5322175" "5351064" "5396258" "5430457" "5455903" "5471596" "5491820" "5515496" "5537630" "5539870" "5548703" "5566287" "5568598" "5592187" "5604907" "5619638" "5644334" "5657221" "5664182" "5666517" "5668846").pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/13 10:00

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Terms used **hidden objects on a display transparency**   Found **40,123** of **196,064**

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1   A method of interactive visualization of CAD surface models on a color video display   ▣

Peter R. Atherton
August 1981 **ACM SIGGRAPH Computer Graphics , Proceedings of the 8th annual conference on Computer graphics and interactive techniques SIGGRAPH '81**, Volume 15 Issue 3
Publisher: ACM Press

Full text available: 📄 pdf(987.48 KB)   Additional Information: full citation, abstract, references, citings, index terms

> To introduce rendered surface display technology into the production design environment, many CAD operations envision a single color video display device for download processing of selected model pictures. Creation of a single image from a typical industrial CAD model involving a large number of higher order curved surfaces will normally require a minimum of several minutes' delay for data acquisition and visible surface computation. This paper describes a method that exten ...

Keywords: Color video display, Computer graphics, Computer-aided design, Depth buffer, Geometric modeling, Hidden surface removal

2   Three-dimensional medical imaging: algorithms and computer systems   ▣

M. R. Stytz, G. Frieder, O. Frieder
December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4
Publisher: ACM Press

Full text available: 📄 pdf(7.38 MB)   Additional Information: full citation, references, citings, index terms, review

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

3   Visualization: Tumble! Splat! helping users access and manipulate occluded content in 2D drawings   ▣

Gonzalo Ramos, George Robertson, Mary Czerwinski, Desney Tan, Patrick Baudisch, Ken Hinckley, Maneesh Agrawala
May 2006 **Proceedings of the working conference on Advanced visual interfaces AVI '06**
Publisher: ACM Press

Full text available: 📄 pdf(278.55 KB)   Additional Information: full citation, abstract, references, index terms

> Accessing and manipulating occluded content in layered 2D drawings can be difficult. This paper characterizes a design space of techniques that facilitate access to occluded content. In addition, we introduce two new tools, Tumbler and Splatter, which represent

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Terms used **transparent objects**   Found **190** of **196,064**

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1   Sketches: fun with lasers: Tomographic reconstruction of transparent objects   ▨
       Borislav Trifonov, Derek Bradley, Wolfgang Heidrich
       July 2006 **ACM SIGGRAPH 2006 Sketches SIGGRAPH '06**
       Publisher: ACM Press
       Full text available: 📄 pdf(60.78 KB) Additional Information: full citation, references

2   Reconstruction and rendering: Efficient light scattering through thin semi-transparent   ▨
       objects
       Jeppe Revall Frisvad, Niels Jørgen Christensen, Peter Falster
       November 2005 **Proceedings of the 3rd international conference on Computer
                    graphics and interactive techniques in Australasia and South East
                    Asia GRAPHITE '05**
       Publisher: ACM Press
       Full text available: 📄 pdf(342.56 KB)   Additional Information: full citation, abstract, references, index terms

       This paper concerns real-time rendering of thin semi-transparent objects. An object in this
       category could be a piece of cloth, eg. a curtain. Semi-transparent objects are visualized
       most correctly using volume rendering techniques. In general such techniques are,
       however, intractable for real-time applications. Surface rendering is more efficient, but
       also inadequate since semi-transparent objects should have a different appearance
       depending on whether they are front-lit or back-lit. The back-l ...

       Keywords: cloth rendering, global illumination, optically thin media, real-time rendering,
       semi-transparent surfaces

3   Session: Contrasting fragmented objects with uniform transparent object references   ▤
       for distributed programming
       Peter Dickman, Mesaac Makpangou, Marc Shapiro
       September 1992 **Proceedings of the 5th workshop on ACM SIGOPS European
                     workshop: Models and paradigms for distributed systems structuring
                     EW 5**
       Publisher: ACM Press
       Full text available: 📄 pdf(626.17 KB)   Additional Information: full citation, abstract, references

       The fragmented object model is compared with the more usual paradigm of uniform
       transparent references to objects in a distributed system. Having considered both models
       in terms of a variety of issues, the impact on system builders and application
       programmers is briefly noted. Although the fragmented object model is somewhat more
       powerful, in particular in its support for replicated objects, it is also more costly. The
       possibility of combining the two models to form a new hybrid is considered.

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Result # 1   Relevance:

Architecture for Container Display Expansion

1994-07-01   IPCOM000113227D   English

Disclosed is a general structure for a standard user interface architecture for displaying number of objects of different classes within a container object.

Result # 2   Relevance:

Object Editor

1990-03-01   IPCOM000099958D   English

This disclosure identifies a product and a technology which allow the user to manage ar object classes and objects in a network- insensitive manner. The Object Editor is a facil work in a terminal-independent fashion and support the primitive ...

Result # 3   Relevance:

Direct Manipulation Control for Container Display Sorting

1994-12-01   IPCOM000114468D   English

Disclosed is a direct manipulation control for sorting which can act upon a generic conta and does not require that the object be selected.

Result # 4   Relevance:

Tool for Display and Traversal of Network or Hierarchical Information

1996-11-01   IPCOM000118199D   English

Complex network or hierarchical information, typically found in design or network mana is difficult to display and navigate because of the large number of nodes of similar type displayed simultaneously.

Result # 5   Relevance:

Stapler Object

1995-04-01   IPCOM000115370D   English

The stapler object is an icon on the workstation that will accept other objects dropped (object is dropped on the stapler, the object is appended to the end of any other objects contained within the stapler object. The stapler object can be emptied ...

Result # 6   Relevance:

Controlling the Editing and Location of Like Objects in an Integrated I

1984-10-01   IPCOM000043957D   English

Tying all objects to a higher structure called an object set allows an editor to control ed objects and present only those objects for creation that are valid within a given locatior is used to represent a grouping of one or more like data ...

Result # 7   Relevance:

Providing Virtual Classes for Discrete Objects without the need for Su

1993-04-01   IPCOM000104527D   English

A method for adding properties and behaviors to existing classes and objects, without r subclassing, is disclosed.

Result # 8   Relevance:

Method for Preventing Overlayed Objects

1993-05-01   IPCOM000104759D   English